GHOST: HE SHELL MAN-MACHIN 1 N TERFACE

ISSUE 2 OF 11

STORY AND ART BY MASAMUNE SHIROW

FREDERIK L. SCHOOT AND TOREN SMITH

この物語に登場する

を負いかねます点を御 了承願います。

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WARNING: READ ME FIRST!

Readers may note that certain panels seem to have been inadvertently left unreversed or have incongruous backwards lettering. These were artistic decisions made by Mr. Shirow during the production of the mirror-imaged foreign edition of Man-Machine Interface. — Dark Horse Comics and Studio Proteus



The various situations, explanations, and concepts that appear in this book are a product of my wild imagination, a form of entertainment with no connection to reality. Take according to directions, and enjoy. Be advised that the author assumes no responsibility for any collateral damage resulting from improper use of the various constructs, fabrications, and gimmicks in the story.

APOLOGIES AND CORRECTIONS

In the Ghost in the Shell graphic novel published in 1991, the heroine, Motoko Kusanagi, fused with a self-described "intelligent life-form" and left Section 9 of the Public Security Bureau. This story takes place approximately four years and five months later. As a result, this story is quite different from what was originally called Ghost in the Shell and featured Public Security's Section 9 (the Special Assault Force). I thought of visually differentiating the new Japanese title from the old-one by merely changing the last kanji character, from one that means "military unit" to the homophonic kanji for "body" or "form" (which would shift the meaning of "mobile force" or "riot squad" to something like "mobile-unit-body-entity"), but for a variety of reasons I decided not to do so. To those readers expecting a direct continuation of the prior storyline, I apologize and beg for your understanding. I'm sorry, folks!

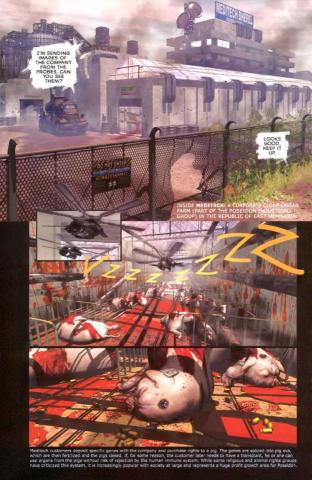
- Masamune Shirow

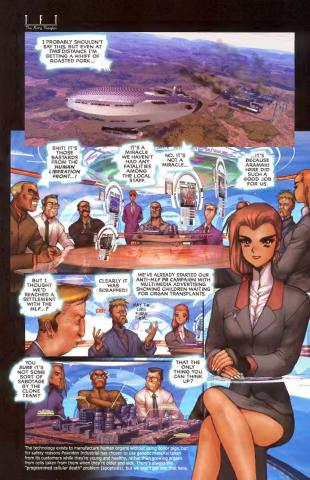
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Them really aren't any "data disto" like these feating in physical space. To Motorio is eyes (e-bran), 1 just Tooss" like they are Aso, the reason her moyal hard moving be secured the conversable or are all spacing page at the ber brain level. I terms of it may, the enery virter vened with the satellite above the company's handcustres too soon (they should have intervened when the cylin was convicting under the neutrotice effect of the hyperiose of Bogaina), but that's because Motorios having along was more effective than they expected.







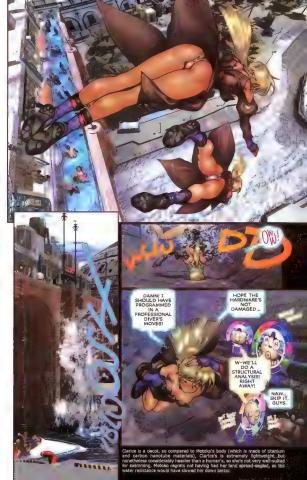




"Steath Compo" with simen an opponent uses antibodies to neutraine an attack barrier, they can be treated as components, combined, and then activated as a virus. Used alone they're harmless, and normally very tiny, with reproduction held to a minimum As a result, it may be more accurate to describe them as priors—program all regements with "virus-like" traits.



When moving strating buildings in orbital arrans, Motelo remailly describt on along the edge of their motic because she can seelify be special from the interfet. Possident's structures seem to be stone, but they're really made of all your of pasting, on their actually moving along the edges for safety reasons (also, if a feel bit through the root size of lose time). This time she's not really worried about being special from the street. Size is women'd about being observed by satisfacts, not become: ...















ET.-JACK. This refers to a system of hysioleng the winon system of 1,00 randomly selected Procedure is many workers and collecting information in the case of workers that and e-familia operations done in Posedom, "seek down" access for Motoko has already been but I vido their rible settings and hardware. This is something Motoko incorporate at the design stage (See Institute of the Section Seek Institute of Section Seek Institute





MURREACE

Sord entil connects to interface deliberations and Seef scalingli connects to: interface a/o Dark Horse Comics 10956 SE Main St. Milwaukie OR 97222

"Finally!"

I'm sure mong of you provided a management of the set is the Shell 2: Man-Heckina Interface. But think of it is my sed type, I'm becking for sympathy. In affect, the best serious integral is fast pad every day for being of management of any other serious integral is fast pad every day for being or than I can symmetry public may be manage to any doky who'd lictor, hoping against kept that we could get this mention much management of management in any doky who'd lictor, hoping against kept we could get this mention much management of management in a management of manageme

- Masamune Shirow

be gence, the hierary of flow following Litterforce has been a long and wholing affair, over a decade passing from its initial socialization in Kedescha's Regabin weekly. Young Magazine, to its wentend subdication are represented from the Shell had already placed Magazines Shirow among the mest innevative, forward-looking, and influential camics creators, well, even and work not sits talking absent his prevensive influence in graphic fiction—I must, Shirow's been copped so often and so bearily by as many canics artists that the vest majority of current action/advanture conics chould be cutting him in on reyabins—but you can hardly leak around a shapping mail, watch a few beers of TV, play an electronic game, or go to the movies without seeing Shirow's feetigaints. And believe me, the more you look for them, the more you'll so them, and the more actionized you'll be at how much of our pagalacterious been fittend through and rechapped by the imagination of one gory from Kebe.

But getting back to this Ghost in the Shell/histary business, the original series weend up in its run in Young and was then collected way back in 1931. Shirew bagas work on Man-Machine interface set long after, but satisfaction appeared appearingly as Shirew's time was deven of as be created work for at behalf common as yet uppellished), animation projects, computer pames, commercial illustration, etc. For some reason, Shirew was in demand!

So, sometime in early 1997, the Man-Machino Interface strinization finally ended, and the time come to collect the work. But along with the increasing thirst for Shrew's work outside comics, something else had hoppened over the intervening years between the alpha and empage at MM's scribitation, something that would have a prefound impact as the eventual MMI of recent, not to mention a semewhat mere-than-insignificant effect on when said varsion of record would actually hit he hookshelves of a comics shop nom you. That "something" was Shirw's move into the world of digital imaging.

Prior to the Mineties, Shirow's color work had been executed with paints and brushes and the standard contributed of the day, But by the early Mineties, computer subsequents began to crops in around the adjust of Shirow's work — a molten sky here, a fabric texture there — and the race was on Shirow's faccination with the limitless possibilities wailable to him became greater as each year passed. Bigitally augmented paintings were gradually replaced by nearly part digitall visions, including mind-blowing 3-0 modeling. The strength and vitality of Shirow's drawing was still there in spades, but creaked up to an unimagined level of Rickh, adding, a discyled, almost ansetting mently to what twees colon's images of the imaginistics of the indigital contributed.

And as the artist's digital provious shot off the charts, Shirow couldn't belp but pender aspects of his intent masterwork in auticipation of its impending collection. Inne-ups prior collection releases are a common practice of mange authors, hat something a hit were radical was in the office, a metting as complete that it could more correctly be termed metamorphosis. The finished predict would be as class to "stack" as Bala larrat's NASCAR Ford Tanus is to the easy year daid driver. But nebudy, not even Shirow himsoff, know exactly where all this was headed when he lirst began work on the collection.

- Masamune Shiros

The first Ghost in the Shell had a few dozen color pages spread throughout its nearly 350 pages, endemic to the nature in which most manga are serialized, in large black-and-white authologies with inserted color sections intended primarily for the sale of color ands. Manga with large amounts of color are almost unheard of, mostly limited to volumes of frame-captured adaptations of popular anime features. So when Shirow embacked on the creative journey to re-imagine Man-Machine Interface, he was sailing into uncharted waters. No one in Japan had ever done what he was about to do, to fact, one could argue that no author of graphic fiction in any country has. Ever. Most creates are content to slap the original material between stiff covers and start collecting royalties ASAP, but Shirow had other ideas.

And so, Man-Machino Interface ended its serialization, Shirow began his remodeling project, and a 1998 release of the collection was announced. Shirow's publisher and lans eagerly anticipated the collection's release, and as marketing began to ramp up, the buz grew. But then the date for publication passed. A new publication date was set. And passed, finally, in December of 2000 the jaw-dropping, limited-edition Solid Box was releasent, complete with try, buoklets, poster, and beautiful hardower editions of both Koukaku Kidoutai volumes. And when readers cracked the cover of Man-Machine Interface, they were fluored. Shirow had added over 150 pages of new material, all rendered in stunning 3-0 digital color. At long last, Shirow's magnum opus was finished.

Well, almost...

There were still a few tweaks and twists that Shirow had in mind before the final, official release of MMI. A year approached. And passed. Websites hummed, message boards growled, industry types experienced stomach pains. What was Shirow doing?

Finally, finally, in June of 2001, the work was delivered. Again, Shirow had done a bit more than just take a last-minute look under the hood and polish a fingerprint off the windshield. Pages had been removed and new apages substituted. Colors and lettering had been readjusted just for the paperhack edition, printed smaller and on a different paper than the hardcover. More story notes had been added. And last, but hardly least, Shirow had created an eye-popping twenty-four page epilogue, giving readers' slapped-around brains one more trip through the blender. Now he was done

Well, with the Jaganese edition, anyway...

The time had come to "Westernize" IMMI. For those unfamiliar with the process, keep in mind that Japanese is read right-to-left, and (for culture-deprived Yanks) that means the back of the book here is the front of the book there, with the panels flowing in reverse to those in the West, Typically, Westernizing isn't all that compiles: reverse the pages, plug in the fisiogue, and retouch the sound effects. With Man-Machine Interface, though, it's a netirely different hallpame. One look at the original will show that almost every page has English graphics in floating holographic displays, stenciled on the sides of submarines, printed on signage hanging from chain-link fences. English is everywhere, and straightforward mirror-imaging of the art just wouldn't work, not without leaving tens of thousands of readers in the West turning their heads to the side and getting that look your dog gets sometimes. And retucching this kind of work, fron digital files so complex that even an experienced Photoshop gusslinger would break out in a cold sweat, couldn't be left to just anybody.

And so, Shirow had a bit more work to do ...

A lot more work, actually, an amount that can only properly be appreciated when comparing the Kodansha collection against the Did comics. In fact, Shriver's level of irrordement with the Westernizing of this series is unprecedented, and it isn't as though he doesn't have anything else on his plate. Shriver's commitment is total and uncompromising, and Man-Machine Interface is what it is because of that commitment. And all of us get to reapthe considerable benefits.

Now, that's worth waiting for, right? I thought so.

"I would also like to thank the people, who have waited for 10 years. Thank you so much."

- Masamune Shirow



MACAMUNE SHIROW







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